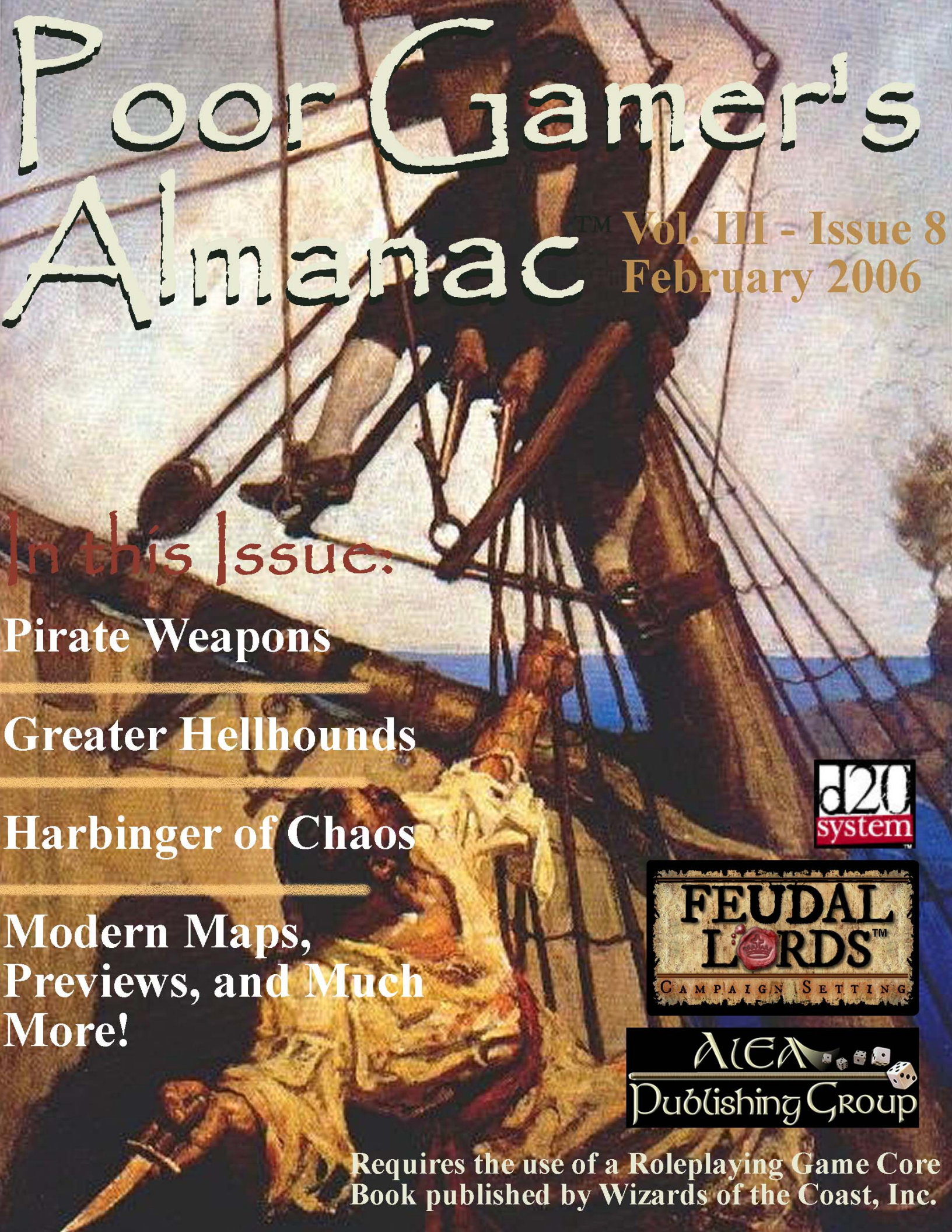
Poor Gamer's Almanac™

Vol. III - Issue 8
February 2006



In this Issue:

Pirate Weapons

Greater Hellhounds

Harbinger of Chaos

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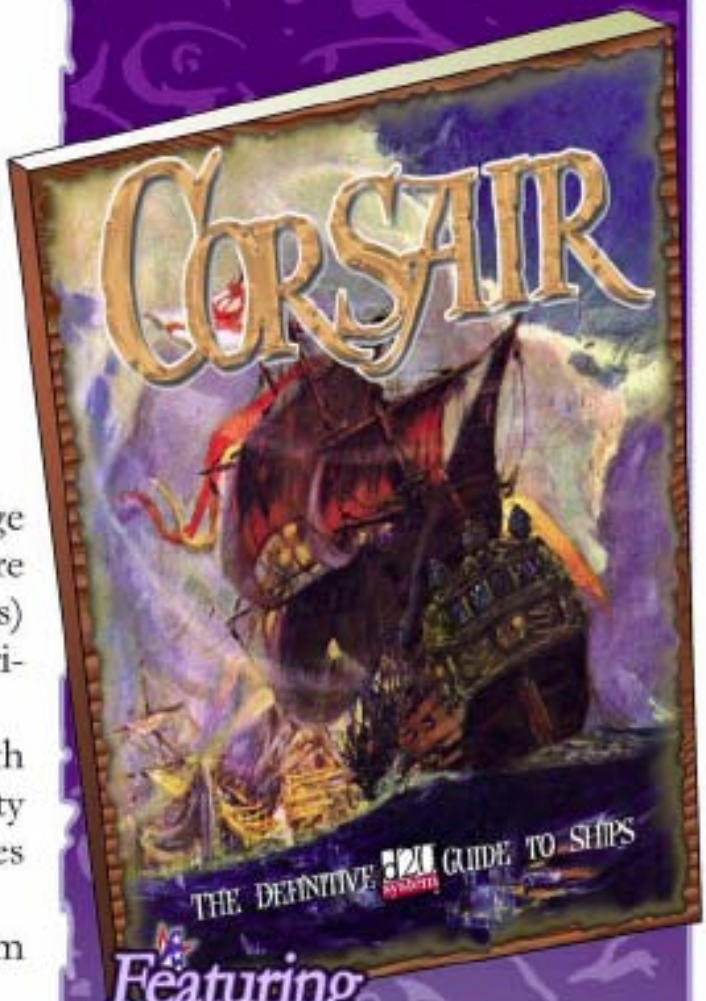

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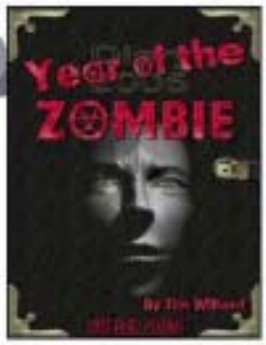

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Issue 8—February 2006

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CONTENTS

1 COVER ART BY N.C. WYETH
5 THOUGHTS FROM THE PUBLISHER
6 PIRATE WEAPONS
10 GREATER HELL HOUNDS
12 SPELLS OF THE MONTH
14 HARBINGER OF CHAOS
16 ENWORLD COUPONS!
17 MODERN MAPS—ROADS AND CARS
20 KUEI DEVIL—PREVIEW AND COUPON

This month's cover art is done by N.C. Wyeth. If you want to display your artwork as a cover or for future "Art Gallery" articles, please write to Joshua Raynack at pga@aleapublishing.com

We also like to thank HinterWelt Enterprises for their contributions for this month's issue of *Poor Gamer's Almanac.*

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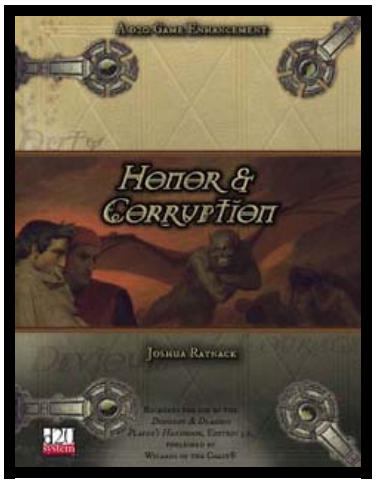

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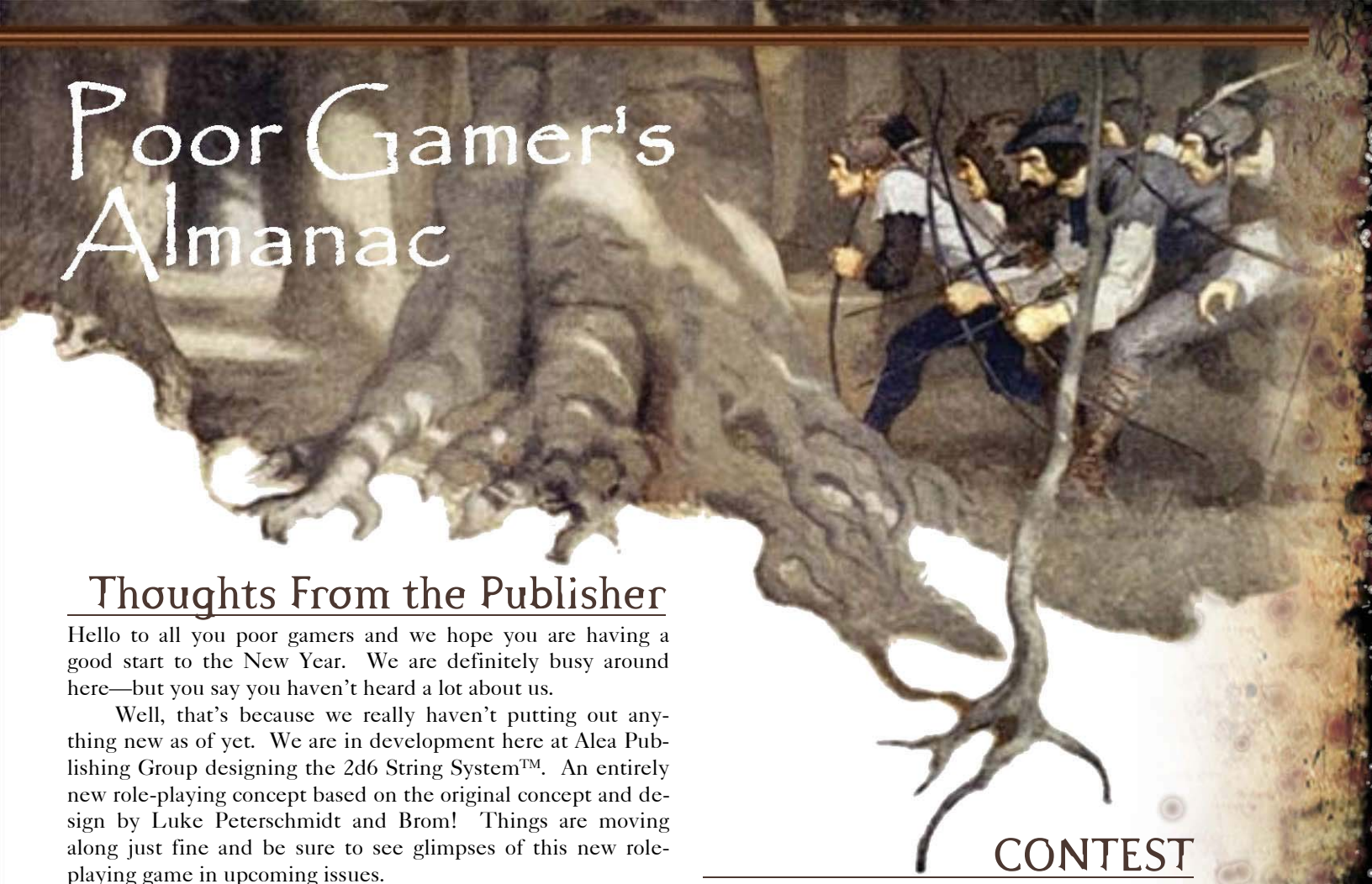

Thoughts From the Publisher

Hello to all you poor gamers and we hope you are having a good start to the New Year. We are definitely busy around here—but you say you haven't heard a lot about us.

Well, that's because we really haven't putting out anything new as of yet. We are in development here at Alea Publishing Group designing the 2d6 String System™. An entirely new role-playing concept based on the original concept and design by Luke Peterschmidt and Brom! Things are moving along just fine and be sure to see glimpses of this new role-playing game in upcoming issues.

Also this month our resident Art Director and Game Designer, Joshua Raynack, is gearing up to take a trek to Orlando, Florida for the MegaCon. You will be able to talk to him and Shawn Folk, another lead designer, about the 2d6 String System. So if you are hanging about, be sure to check out our ridiculously small table.

Our forum is now open to discuss any article ideas you would like to see grace these e-pages or simply chat with us about any of the articles that have graced past e-pages. The forum is hosted by the leading gaming news site: EnWorld. So click the link **HERE** and chat with us.

—Alea Publishing Group Staff

Help Us Fill This Section

This means you! Let this section grow into a Letters to the Editor section. Do you like what you see? Do you hate what you see? What would you like to see grace these pages? So write our Editor and Public Relations guy, Cameron Guill, at:

pga@aleapublishing.com

CONTEST

Well, if you are familiar with us at all, then you realize that we love giving things away. If you like receiving free stuff then this contest is for you.

In celebration of the artwork we have acquired for the revised *A Question of Honor: A Guidebook to Knights*, we will be giving away a year's worth of our products for 2006! All you will have to do is name this specific artist whose artwork we have acquired.

O.K.—here is a few hints to get you started:

- This artist worked for TSR.
- This artist worked the *2nd Edition, Player's Handbook*.
- Do not confuse this artist with the cartoon rock band of the late eighties.

These are going to be really easy clues or really hard and I believe I dated myself with a few of them. Anyway, please post this artist's full name in order to win. You must also be the first post with the correct name in our forums to do so. So check our thread "PGA Contest" and enter to win all of Alea Publishing Group 2006 .pdf releases.

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—Alea Publishing Group Staff

Pirate Weapons

By Joshua Raynack

Ahoy there, landlubber! So you think you have what it takes to sail the high seas. Whether you are a buccaneer plundering during the golden age of piracy or if you're a merchant marine battling these fierce foes, you are going to need some weapons.

Firearms

All firearms used during the golden age of piracy (1680-1725), and for some time after, used black powder. The significance was that it was nearly impossible to hide after shooting such a weapon and it filled the area in an obscuring cloud of smoke.

Black powder firearms are used in the same manner as any other ranged weapon, with the following exceptions: all firearms, beside pistols, fired within a threatened square provokes an attack of opportunity. Reloading a firearm requires 1 full round and provokes attacks of opportunity as normal.

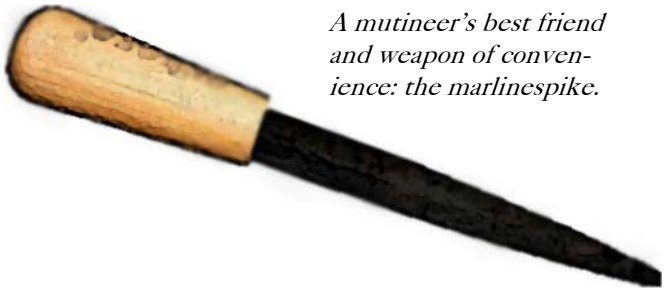
Sniping with Black Powder Firearms

If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –30 penalty on your Hide check when using black powder firearms to conceal yourself after the shot.

Black Powder Smoke

After discharging a black powder firearm, a 5 ft. area around the wielder is filled with obscuring smoke. It moves each round 5 ft. in the direction of the wind and lasts a total of 4 rounds.

It offers concealment (attacks have a 20% miss chance) for those within the area as well for those outside the area that are targeted by those in the smoke.



A mutineer's best friend and weapon of convenience: the marlinespike.

Illustrated by Joshua Raynack

Reliability

All firearms during this period and even for some time after were precarious to use. Knowing exactly how much powder to use to project a ball across a certain distance almost become a science in and of itself.

Reliability is a simply mechanic to introduce while using firearms in your game. The reliability score for a particular firearm or shot represents the "natural" number on a d20 during an attack roll. If this number is the result of an attack roll, treat it as an automatic miss regardless of modifiers.

In addition, if a "natural" 1 is ever a result, the wielder of the firearm receives 1d6 of fire damage. Afterward, that gun cannot fire again until it has a number of rounds of maintenance equal to the result of the damage die.

Firing Mechanisms

Over the course of many years, the development of better firing mechanisms enabled guns to become

Table PGA8-1: Firearm Weapon Specifications

Firing Mechanisms	Cost	Reliability Adj.	Special
Matchlock	—	—	Reliability +4 while in the rain; +2 while at sea, Cannot use in conjunction with the Speed Loader feat.
Wheel-lock	+10 gp	—	Cannot use in conjunction with the Speed Loader feat.
Snaphance	+20 gp	-1	—
Flintlock	+30 gp	-2	—
Loading Type	**Cost**		**Special**
Muzzle-loader	—		Requires 1 full round to reload.
Breech-loader	+20 gp		Requires 1 full-round action to reload.
Barrel Type	**Cost**		**Range Increment Increase**
Smooth	—		—
Rifled	+50 gp		+15 ft.

safer and easier to reload in the heat of battle.

Matchlock
Though some pistols were manufactured with this type of firing mechanism, it was largely restricted to muskets and similar weapons. A matchlock simply consisted of a slow-burning fuse, or match, that was attached to the hammer—called a serpentine. When the trigger is pulled, the serpentine drops the fuse into the firing pan, setting off the priming powder.

This is the poorest of the firing mechanisms, since it worked very poorly, if at all. It was difficult to work with in the rain and nearly impossible while at sea. All firearms on Table 8-2: Pirate Weapons are considered to be matchlocks.

Wheel-lock
After the matchlock, the wheel-lock was developed. Though still difficult to use, it eliminated the use of a fuse. Instead, a small wheel of pyrite was attached to a spring and wound like a clock spring. The serpentine, instead of holding a fuse, it held a bit of metal that would produce a spark when triggered.

Snaphance
This is similar to the Wheel-lock, but the pyrite is put inside the serpentine and is referred to as a dog-head or hammer.

Flintlock
Next came the flintlock. Again, this is similar to its predecessor, but included some refinements. There was a pan cover to protect the powder before the gun was fired. It also had a safety feature, since the gun could be half-cocked.

Loading Types

There are basically two types of ways to load a firearm: by way of the muzzle (the barrel) or through the breech. Muzzle-loaders took generally longer to reload because it required the use of a ramrod (usually attached to the gun) to pack the powder and the cartridge. It was also more dangerous.

All firearms found on Table 8-2: Pirate Weapons are considered muzzle-loaders.

Barrel Types

As with loading types of a firearm, there are generally two types of barrels: the smooth barrel or the rifled barrel. A smooth barrel is as its name implies; the inside of the barrel is completely smooth. Though the smooth barrel is easier to load by way of a ramrod, it is less accurate.

A rifled barrel on the other hand is spiraled. The rifled barrel is designed to spin the shot to give it more accuracy and allows it to propel a greater distance.

All firearms found on Table 8-2: Pirate Weapons are considered to have a smooth barrel.

Weapon Descriptions

The weapons found on Table 8-2: Pirate Weapons are described along with any special options the wielder has for their use.

Blunderbuss: Designed to be fired from the hip rather than the shoulder, these guns were between 14 to 30 inches in length with very small stocks. Deadly at close range, they were hard to reload and often discarded after the initial assault. On land, its short distance proved inadequate, however on a sloop or man-of-war the range was more than enough.

Special: Roll one set of damage dice and apply that damage to all those within the area of the cone.

Boucan Knife: A wide variety of knives are found on a pirate vessel. The boucan knife was original used to hunt wild boar and oxen by buccaneers. They bear similar resemblance to a small cutlass. Although mostly used for utilitarian purposes, they are very effective in combat.

Action: You may spend 1 action point to either gain a +2 circumstance bonus to Survival checks in coastal regions. This ability lasts 1 day.

Boarding Axe: These axes were used to help climb aboard and cut rigging on enemy ships. Although a deadly weapon in close combat, they were very effective at opening doors and hatches.

Action: You may spend 1 action point to either gain a +2 circumstance bonus to Climb checks on wooden surfaces or ignore the hardness of wood. Both abilities last 1 minute.

Cutlass: Preferably the melee weapon of choice for most pirates. It was a heavy, broad-blade, single-edge sword about two feet in length. Good for opening coconuts or opponents' skulls. It is thought that its design is modeled after the boucan knife that buccaneers used to butcher meat.

Gully Knife: Another one-edge bladed knife

Illustrated by Joshua Raynack

Table PGA8-2: Pirate Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Reliability	Type[2]
Light Melee Weapons								
Boucan Knife	8 gp	1d4	1d6	19-20/x2	—	1 lb.	—	Slashing
Gully Knife	5 sp	1d2	1d3	19-20/x2	—	1/4 lb.	—	Slashing
Knife	2 sp	1	1d2	19-20/x2	—	1/8 lb.	—	Piercing
Marlinespike	1 gp	1d2	1d3	19-20/x2	—	1/2 lb.	—	Piercing

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Reliability	Type
Light Melee Weapons								
Cutlass	10 gp	1d4	1d6	19-20/x2	—	2 lb.	—	Slashing
Tomahawk	15 gp	1d4	1d6	x3	10 ft.	2 lb.	—	Slashing
Two-Handed Melee Weapons								
Boarding Axe	10 gp	1d8	1d10	x3	—	8 lb.	—	Slashing or Bludgeoning
Pike[3]	30 gp	1d8	1d10	x4	—	15 lb.	—	Piercing or Slashing
Ranged Weapons								
Blunderbuss	150 gp	See Below	See Below	See Below	See Below	5 lb.	See Below	See Below
Large Shot (10)	10 gp	1d12	3d6	x3	20 ft.	1 lb.	4	Bludgeoning
Shotgun Pellets (1 shot)	5 gp	1d6	1d8	x2	15 ft. Cone	1 lb.	3	Piercing
Musket	200 gp	1d12	3d6	x3	50 ft.	5 lb.	2	Piercing
Musketoon	100 gp	1d8	1d10	x3	10 ft.	3 lb.	5	Piercing
Pistol	300 gp	1d10	1d12	x3	15 ft.	3 lb.	2	Piercing
Pocket Pistol	200 gp	1d4	1d6	x3	10 ft.	1/8 lb.	2	Piercing
Turn Out Pistol	400 gp	1d10	1d12	x3	15 ft.	3 lb.	—	Piercing
Volley Pistol	450 gp	1d10	1d12	x2	10 ft. Cone (5)	4 lb.	2	Piercing
Volley Rifle	350 gp	1d12	3d6	x2	20 ft. Cone (5)	8 lb.	3	Piercing

[1] Weight figures are for Medium weapons. Small weapon weighs half as much, and a large weapon weighs twice as much.
[2] When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
[3] Reach weapon.

not initially used for melee but was useful in a pinch. Better suited for hacking rather than stabbing, the gully knife had a more favorable use enjoyed by pirates: eating.

Knife: Similar to a gully knife but smaller.

Marlinespike: Since most weapons onboard ship were locked up, the marlinespike was a favorite for mutineers. It is more of a tool rather than a weapon. It was used to separate strands of marlines, a loosely coiled, two lines of tarred rope. Also, they could anchor lines in the wooden structure of the ship.

Musket: A prized possession among buccaneers for they usefulness in hunting wild boar, it proved a capable sniping weapon in the right hands. A volley of musket fire could be as deadly as a cannon shot and were also effective at repelling boarders. Because of the many wars taking place on the mainland, these weapons were mass produced and easily found their way into pirate hands.

Musketoon: This was a shorter version of the musket that lacked the range and the reliability as its much longer brother. It was less accurate as well, but on board a ship, in a massive swirling melee, accuracy was not really an issue.

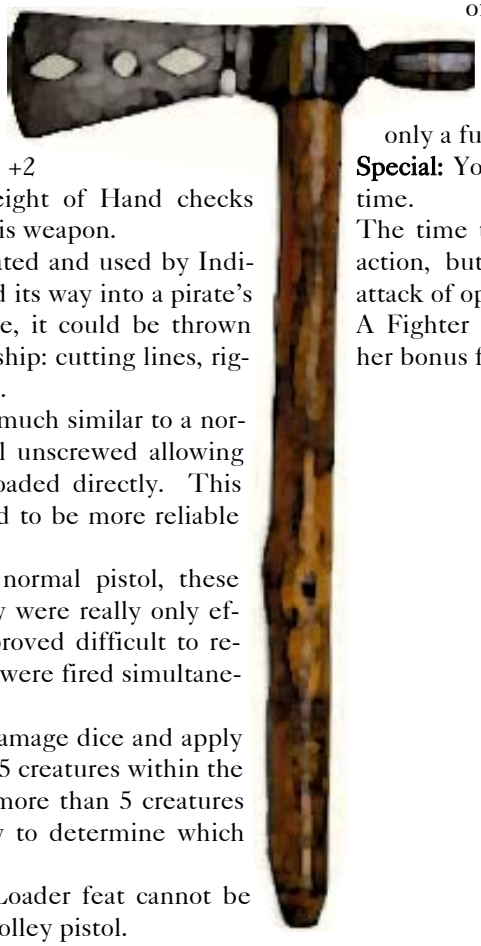
Pike: With the introduction of reliable firearms and the bayonet, the pike and halberd soon disappeared from the battlefield. However, they soon found themselves at sea in the hands of pirates and other seaman. Though discarded after the initial assault, they were effective at repelling boarders. Pikes are metal pointed spears with a heavy shaft of wood about 10 to 20 feet in length.

Pistol: Above all other weapons, pirates prized

the pistol. Unlike the musket, the pistol was not a mass produced weapon but rather something made to order. Pistol-making was an art form in its own right and pistols were usually presented to commanders as a matter of rank.

Pirate captains often used this as an incentive to find volunteers to be the first wave when boarding a ship, a suicidal venture to say the least. But the first to board an enemy vessel could have first pick of the weapon cache found.

Special: All the pistols found on Table 8-2: Pirate Weapons are considered of masterwork quality and is reflected in the price. It is nearly impossible to find a non-masterwork pistol and such pistols should not be allowed to be purchased.



Pocket Pistol: This is a single shot pistol that was easily concealed within the folds of a coat. Characters receive a +2 circumstance modifier on Sleight of Hand checks when attempting to conceal this weapon.

Tomahawk: Though created and used by Indians, the tomahawk often found its way into a pirate's hands. Unlike a boarding axe, it could be thrown and proved useful on board a ship: cutting lines, rigging, and breaking down doors.

Turn Out Pistol: This is much similar to a normal pistol save that the barrel unscrewed allowing the powder and shot to be loaded directly. This was relatively safer and proved to be more reliable than a normal pistol.

Volley Pistol: Unlike a normal pistol, these had four to five barrels. They were really only effective at a close range and proved difficult to reload during combat. All shots were fired simultaneous.

Special: Roll one set of damage dice and apply that damage to a maximum of 5 creatures within the area of the cone. If there is more than 5 creatures within the area, roll randomly to determine which creature is affected.

In addition, the Speed Loader feat cannot be used in conjunction with the volley pistol.

Volley Rifle: Unlike the volley pistol, which was a rarity, the volley rifle was more common. It too had four to five barrels, but allowed greater distance to which to wreak havoc.

Special: Roll one set of damage dice and apply that damage to a maximum of 5 creatures within the area of the cone. If there is more than 5 creatures within the area, roll randomly to determine which creature is affected.

In addition, the Speed Loader feat cannot be used in conjunction with the volley rifle.

New Feat

Speed Loader

You are able to load firearms more rapidly than normal.

Prerequisite: Exotic Weapon Proficiency (Firearms); in a campaign where firearms are common, this prerequisite is not required.

Benefit: You may reload a muzzle-loader firearm as a full-round action or a breech-loader firearm as a move equivalent action. This still provokes an attack of opportunity.

Normal: Loading a muzzle-loader firearm requires 1 full round, while a breech-loader firearm requires only a full-round action.

Special: You may take this feat one additional time.

The time to reload is still a move-equivalent action, but reloading no longer provokes an attack of opportunity.

A Fighter may take Speed Loader as one of her bonus feats.

Illustrated by Joshua Raynack

Greater Hell Hounds

By Cameron Guill

Standing 4-1/2 feet tall at the shoulder and weighing only 120 pounds, greater hell hounds are nearly impossible to distinguish from their lesser cousins. If a greater hell hound is found outside of its native plane, it is usually on a specific mission. A greater hell hound may be summoned with a *summon monster IX* spell as a standard Lawful Evil creature.

Greater hell hounds speak and understand all languages.

Hell Hounds, Greater

Medium Outsider (Evil, Extraplanar, Fire, Lawful)
Hit Dice: 10d8 + 3d6 (rogue) + 80 (125 hp)
Initiative: +11
Speed: 40 ft. (8 squares)
Armor Class: 25 (+6 Dex, +9 natural), touch 16, flat-footed 19, dodge target 26
Base Attack/Grapple: +12/+20
Attack: Bite +20 melee (1d8+8 plus 1d6 fire)
Full Attack: Bite +20/+15/+10 melee (1d8+8 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, fiery bite, trip, sneak attack +2d6
Special Qualities: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold, evasion, uncanny dodge (3rd level rogue), Identification Resistance
Saves: Fort +17, Ref +20, Will +13
Abilities: Str 26, Dex 22, Con 20, Int 14, Wis 13, Cha 6
Skills: Hide +27, Jump +24, Listen +17, Move Silently +27, Spot +17, Survival +17*, Tumble +14, Bluff +26, Knowledge(Local) +10, Disguise +26, Spellcraft +10
Feats: Alertness, Improved Initiative, Track[B], Weapon Focus (bite), Dodge, Mobility, Spring Attack
Environment: Any; typically a lawful evil plane
Organization: Solitary, pair, or rarely pack (5–12)
Challenge Rating: 10
Treasure: None
Alignment: Usually lawful evil
Advancement: 13–17 natural HD (Medium); 18–24 natural HD (Large)
Sanity Loss: 1/1d6

* They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

COMBAT

Bred as assassins, greater hell hounds are a mixture of minor demons and normal hell hounds blended through foul magic. The more powerful demons learned long ago that other upper level demons (and some mortals) showed little fear from normal hell hounds.

They often use their superior intelligence and language skills to bait their prey into thinking that they are normal hell hounds before showing their true abilities.

If one or more greater hell hounds attack together, they will focus on a single target attempting to stay in flanking position to more easily achieve sneak attack damage. If they are unable to flank an opponent they will begin using their superior bluffing skills to gain sneak attacks on rounds when they are unable to breathe, if this tactic would be more beneficial than outright combat.

A greater hell hound's natural weapons, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

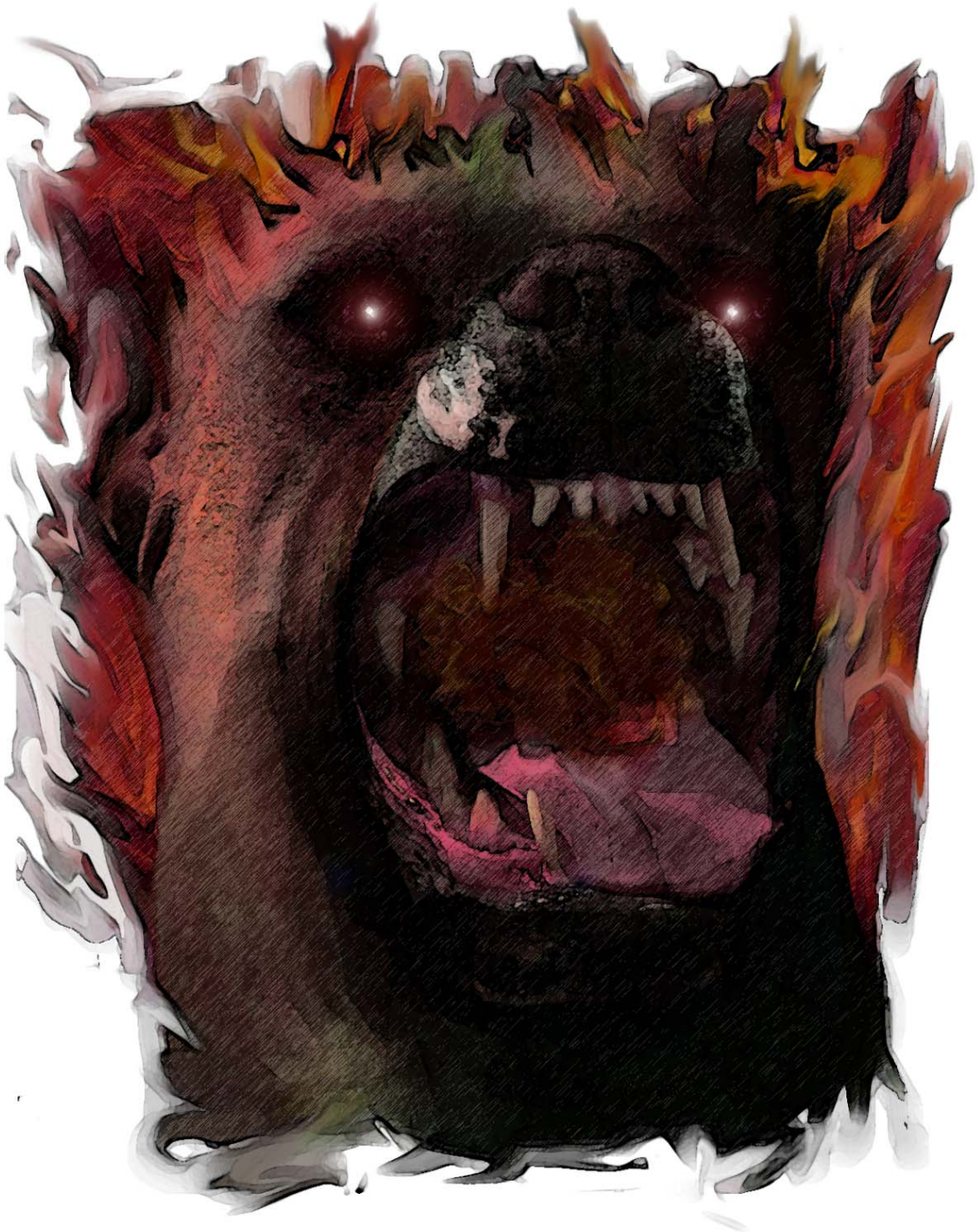
Breath Weapon (Su): 10-foot cone, once every 1d4 rounds, damage 5d6 fire, Reflex DC 20 half. The save DC is Constitution- based. It may breathe on the same round that it makes a bite attack but only directly at the target of its bite attack. A creature that fails its Reflex save is covered in soot and brimstone ash so that any *blur*, *displacement*, *invisibility*, or similar effects are dispelled and may not beneficially affect them for 1 round per natural hit dice of the greater hell hound (typically 10 rounds).

Fiery Bite (Su): A greater hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a *flaming* weapon.

Trip (Ex): A greater hell hound that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the greater hell hound.

Skills: Greater hell hounds have a +5 racial bonus to Hide and Move Silently checks and a +10 to bluff and disguise checks.

Identification Resistance (Ex): When a greater hell hound is spotted it may make an immediate Disguise check to appear as a normal hell hound. Failure to correctly identify the greater hell hound results in a false identification as a normal hell hound, as long as the normal DC 14 is made.



Illustrated by Joshua Raynack

SPELLS OF THE MONTH

By Cameron Guill

We are beginning a standard column in this issue of spells. The spells of this column will be from numerous sources, including our own. However, this is not just a column for regurgitating spells.

There are literary thousands of spells for d20 Fantasy and, to be honest, they are rarely playtested. This article will shuffle through the mess and present spells that are game balanced and easy to integrate into any campaign.

Though each month may not contain new spells, each spell produced here is sanctioned for use in our upcoming Feudal Lords Campaign Setting™. So until next time, enjoy!

Reveal

Evocation [Light]
Level: Drd 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Creatures and objects within a 10-ft. radius burst
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes

A bright glow surrounds and outlines the subjects, similar to that of the *faerie fire* spell. Outlined subjects shed light as torches. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 3rd-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is bright enough to have special effect on undead or dark-dwelling creatures vulnerable to light. *Reveal* can be blue, green, or violet, according to your choice at the time of casting. *Reveal* does not cause any harm to the objects or creatures thus outlined.

Reveal, Greater

Evocation [Light]
Level: Drd 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Creatures and objects within a 20-ft. radius burst
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: Yes

A bright glow surrounds and outlines the subjects, similar to that of the *faerie fire* spell. Outlined subjects shed light as torches. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 4th-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is especially bright that it doubles the penalty undead or dark-dwelling creatures vulnerable to light receive. *Greater reveal* can be blue, green, or violet, according to your choice at the time of casting. *Greater reveal* does not cause any harm to the objects or creatures thus outlined.

Reveal, Lesser

Evocation [Light]
Level: Drd 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched.
Duration: 1 hour/level or until discharged (D)
Saving Throw: Will negates
Spell Resistance: No

Any creature that successfully strikes you with a natural attack or a handheld weapon no longer benefits from the concealment normally provided by darkness (though a 3rd-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects.

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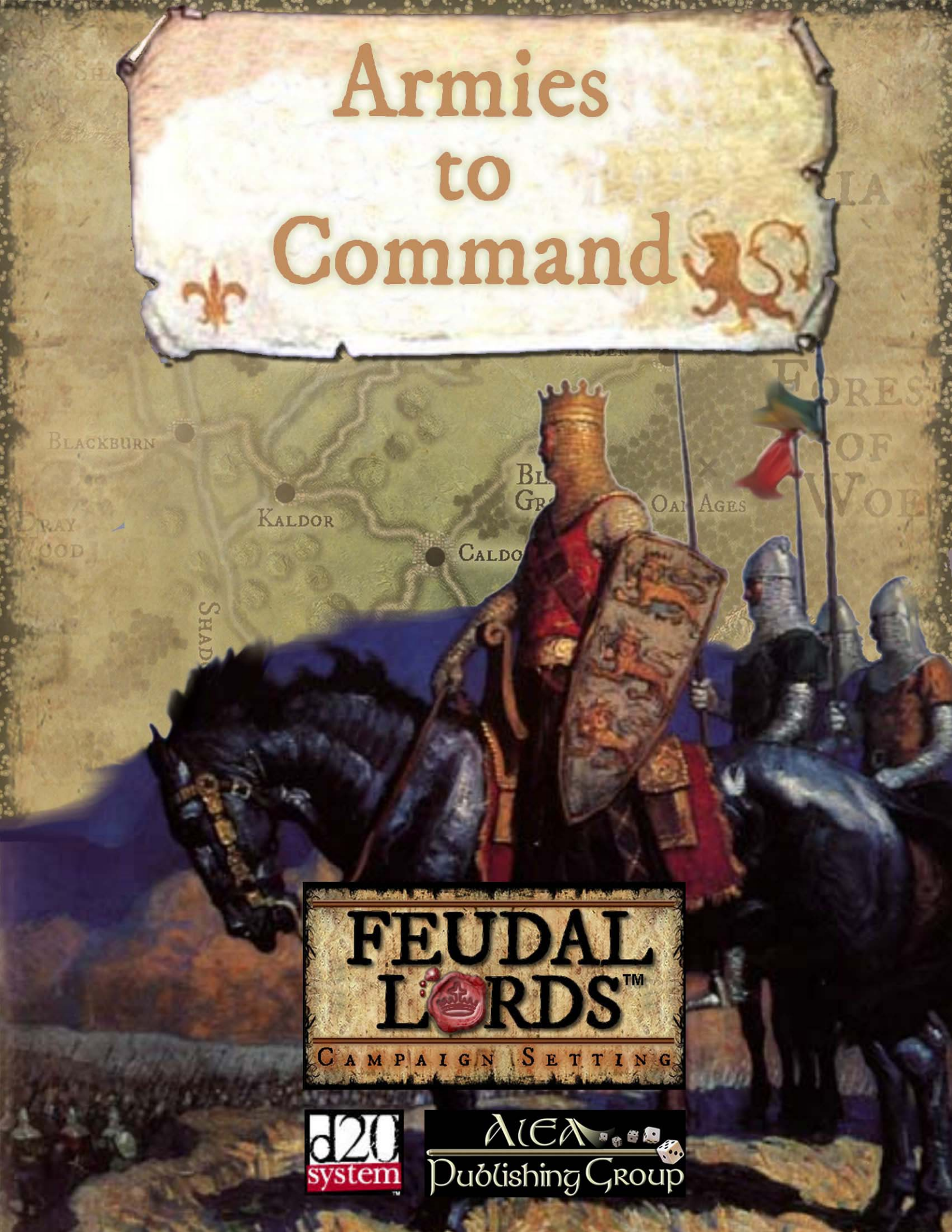

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Harbinger of Chaos

By Shawn Folk

Some beings learn to embrace the fury that dwells within, granting them strength and vigor beyond their normal capacity. A harbinger of chaos epitomizes this idea by inviting a being made from pure chaos to inhabit his body and feed his rage. This being revels in carnage and chaos, communicating with its host only through powerful emotions of anger and aggression. Thus, the character is literally possessed by chaos itself. It cares not for the methods or reasons for combat, just the act.

Hit Die: d12

Requirements

To qualify to become a harbinger of chaos, a character must fulfill all the following criteria.

Alignment: Any chaotic

Base Attack Bonus: +5

Special: Ability to rage. The character must undergo a special ritual that requires a massive display of pure chaos and destruction to attract the chaotic beings attention.

Class Skills

The harbinger of chaos class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str).

Skills Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the harbinger of chaos prestige class.

Weapon and Armor Proficiency: A harbinger of chaos gains no other weapon or armor proficiencies.

Chaotic Rage (Ex): Beginning at first level, a Harbinger of Chaos learns to embrace the being of chaos that dwells within. Whenever a harbinger of chaos enters a rage, he adds his class level to his rage bonus to strength. However, his penalty to armor class is increased by the same amount.

For example, Graz is a forth-level harbinger of chaos. When he enters his rage, his strength bonus is +8 instead of the normal +4. His armor class worsens by –6 (-2 normal, -4 for chaotic rage). The change to constitution and bonus to Will saves remain the same.

Bonus Chaotic Feat: At 2nd the Harbinger of Chaos gains a bonus Chaotic feat. He also gains another at 4th level.

Chaotic Toughness: At 3rd level a harbinger of chaos adds one half his class level to his Constitution score when he rages in addition to the normal +4.

For Example: Graz is a fifth-level harbinger of chaos. When he enters his rage he gains +9 bonus to strength, +6 bonus to Constitution, a –7 penalty to AC, and a +2 morale bonus on Will saves. This otherwise works the same as rage.

Diehard: At 5th level the harbinger of chaos gains the Diehard feat even if he doesn't meet the perquisites.

Chaotic Resilience: At 5th level the harbinger of chaos gains the ability to expend daily uses of his rage ability to grant himself damage reduction (DR #/-) equal to the number of uses expended. This number stacks with any other damage reduction, such as that granted by the barbarian class. This ability can only be activated when the harbinger of chaos is raging and it lasts for the duration of the rage.

Ex-Harbinger of Chaos: A harbinger of chaos that ceases to be chaotic loses all class features granted by the class with the exception of the Diehard feat. A harbinger of chaos can regain his con-

Table PGA8-3: The Harbinger of Chaos

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Chaotic rage
2nd	+2	+3	+0	+0	Bonus chaotic feat
3rd	+3	+3	+1	+1	Chaotic toughness
4th	+4	+4	+1	+1	Bonus chaotic feat
5th	+5	+4	+1	+1	Chaotic resilience, Diehard

nection to chaos by becoming chaotic again.

Chaotic Feats

Chaotic feats simply require the character to have a chaotic alignment.

Chaotic Agility (Chaotic)
Prerequisites: Chaotic Rage class ability, Chaotic Movement
Benefit: As a free action while raging you may spend one of your daily uses of rage to add the same amount of bonus to Dexterity that you add to strength from you Chaotic rage class ability. This effect last for as long as a normal rage would last and stacks with the effects of rage. You must be raging to us this feat.
Special: A character that takes this feat gains an additional use per day of his rage ability.

Chaotic Mind (Chaotic)
The chaos in your mind inhibits those who try to control you.
Prerequisites: Ability to rage
Benefit: As a free action you may spend one of your daily uses of rage to add a +3 chaos bonus to all Will saving throws. This effect lasts for as long as a normal rage would last and stacks with the effects of rage. You need not be raging to use this feat.
Special: A character that takes this feat gains an additional use per day of his rage ability.

Chaotic Movement (Chaotic)
You're chaotic motions make it hard for foes to strike true.
Prerequisites: Ability to rage
Benefit: As a free action you may spend one of your daily uses of rage to add a +2 chaos bonus to armor class. This effect lasts for as long as a normal rage would last and stacks with the effects of rage. You need not be raging to use this feat.
Special: A character that takes this feat gains an additional use per day of his rage ability.

Chaotic Reflexes (Chaotic)
Prerequisites: Ability to rage
Benefit: As a free action you may spend one of your daily uses of rage to add a +3 chaos bonus to all Reflex saving throws. This effect last for as long as a normal rage would last and stacks with the effects of rage. You need not be raging to use this feat.
Special: A character that takes this feat gains an additional use per day of his rage ability.

Power of Chaos (Chaotic)
Prerequisites: Ability to rage, any other chaotic feat.
Benefit: As a free action you may spend one of your daily uses of rage to imbue any melee weapon with the *Anarchic* special ability (see *Dungeon Master's Guide* for description of this ability) for a number of rounds equal to the number of chaotic feats that the wielder possesses, including this feat. This effect is lost if the imbued weapon is dropped or otherwise leaves the invokers possession. You need not be raging to use this feat.
Special: A character that takes this feat gains an additional use per day of his rage ability.

Chaotic Sprint (Chaotic)
Prerequisites: Ability to rage
Benefit: As a free action you may spend one of your daily uses of rage to add a +10 feet chaos bonus to movement. This effect last for as long as a normal rage would last. You need not be raging to use this feat. At the end of the duration you are considered fatigued for the same number of rounds that the feat Chaotic Sprint lasted.
Special: A character that takes this feat gains an additional use per day of his rage ability.

Chaotic Vitality (Chaotic)
The chaotic nature bound to your body improves your fortitude.
Prerequisites: Ability to rage
Benefit: As a free action you may spend one of your daily uses of rage to add a +3 chaos bonus to all Fortitude saving throws. This effect lasts for as long as a normal rage would last and stacks with the effects of rage. You need not be raging to use this feat.
Special: A character that takes this feat gains an additional use per day of his rage ability.

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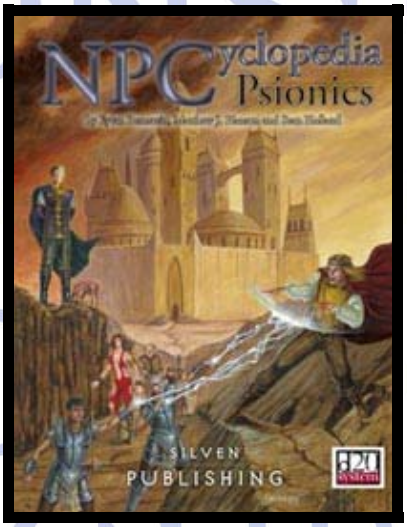

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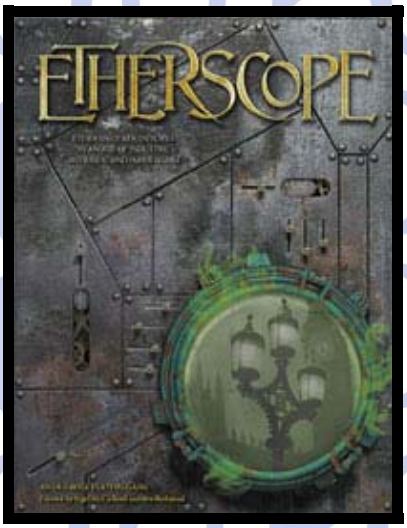

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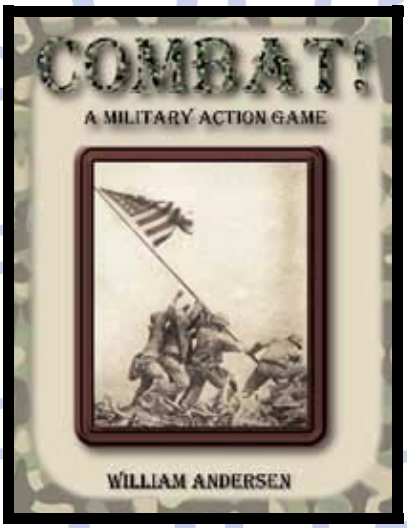

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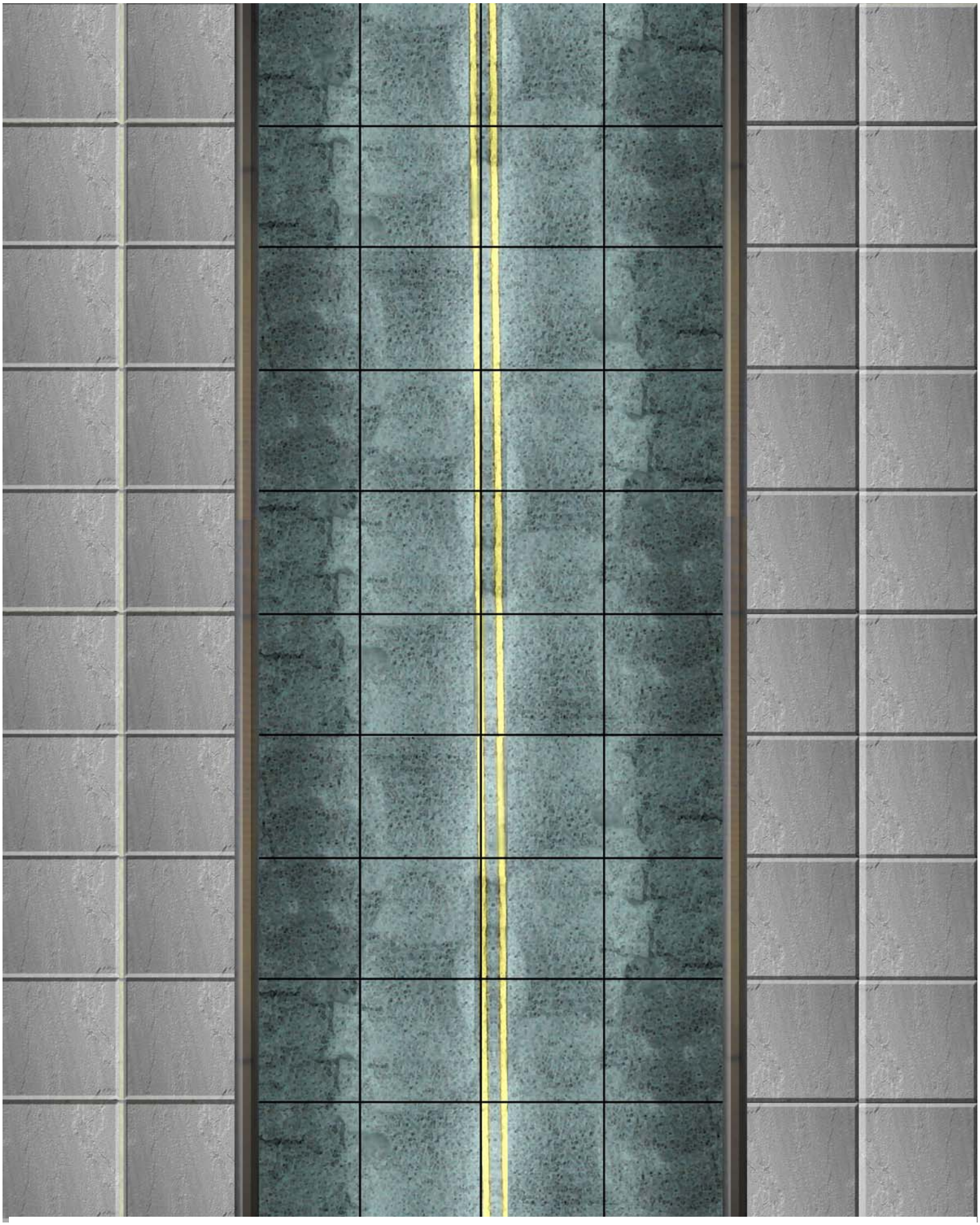

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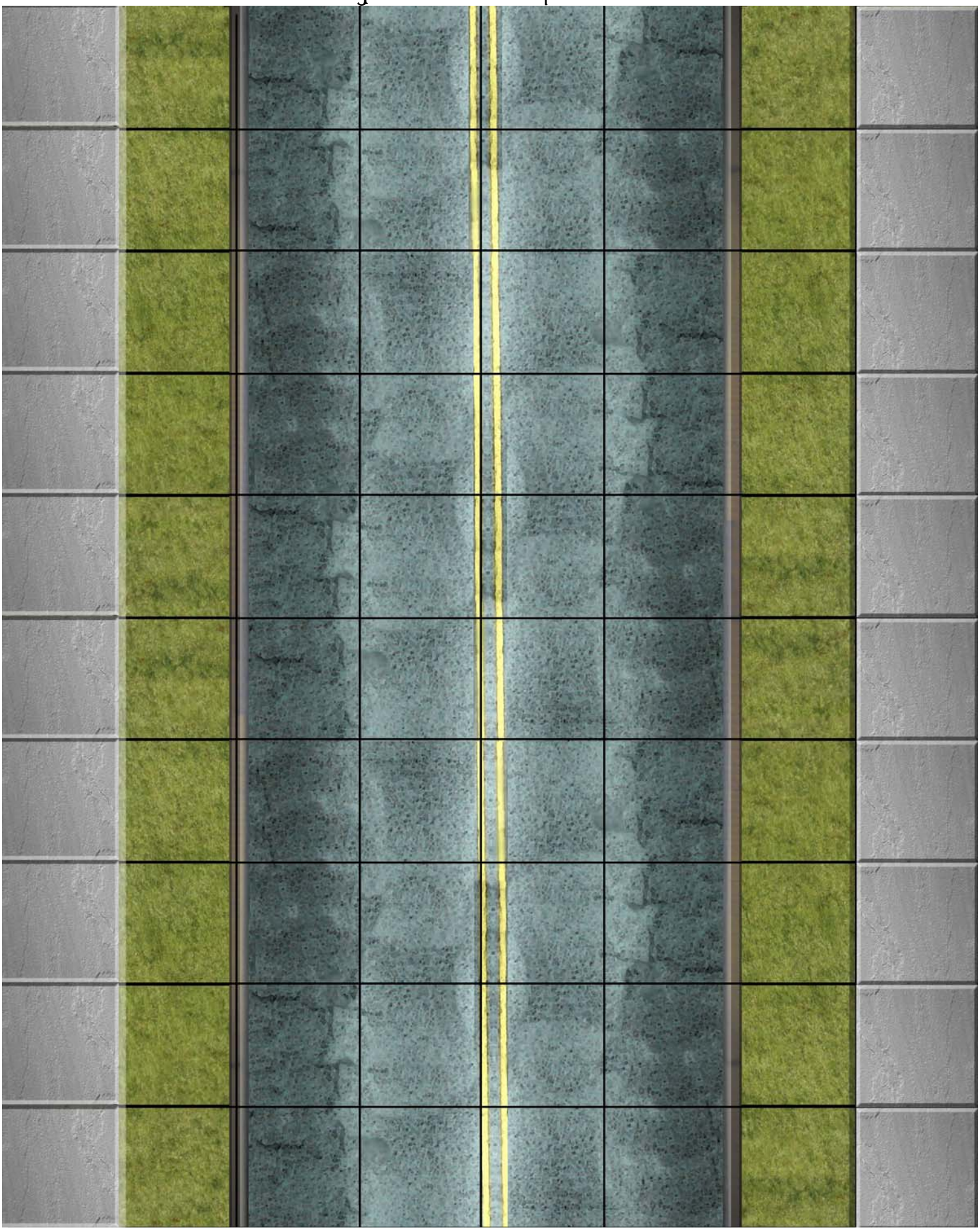

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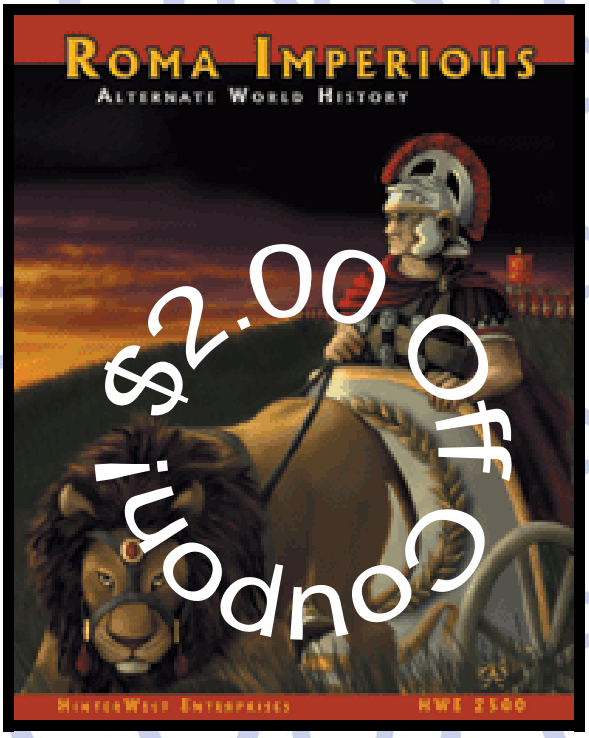

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PREVIEW

Chapter VI : Friends and Foes

Devil (Oriental), Kuei

"As we loaded the cargo of silk bound for the Damascus a Chinese man came dancing up. He seemed drunk and could not hold a tune. Considering the part of Ch'ang-an that we were in this was not too surprising. Antinious laughed and tried to clap and keep beat with the man but Antinious was no musician either. I told him to ignore the crazy man since we must leave with our escorts soon for the border. He had better not expect me to load all this by myself. Then, like lightning, the Chinese sobered and drove a thin blade into Antinious' chest. By the law, we were not allowed to be armed or armored but I would not stand by and let my friend be slaughtered. I fought the man and just as I got the upper hand he went limp and his eyes seemed to clear. He could not remember anything or why we were fighting. He even accused me of trying to rob him. I did not know this man but I will miss Antinious' clapping." - Report to the Ch'ang-An guard

These demons plague the Chinese people causing destruction and deception in their wake. Many of these demons try their best to influence people without their direct knowledge. Others are summoned to do the will of evil people, usually to kill a rival. Killing is not their only goal, though, and at times they will destroy a person's life, cause sadness or even simply spoil food, depending on their power.

These devils are more of an annoyance than an outright threat. They can be quite dangerous, though, and will attack if their mischief is not allowed to run its course. They must manifest entirely on this plane to affect anything on this plane, so they may not reach into the Earthly plane then pull something to the Ether. They can only use their powers while on this plane. They are able to travel through the Ether and make observations on the Earthly plane from the Ether. This makes them valuable spies, and since they are relatively easy to bribe (a free hand in causing mischief), they can at times be controlled. Still, the price is sometimes high when they look to their employers camp for their entertainment. Why they are so driven by this chaos and mischief is a mystery.

Their favorite trick is to hypnotize people into performing their deepest desires, whether that be streaking in public or killing their boss. The Chinese Warlords of southwest Asia sometimes employ these demons to gather intelligence, guard a treasure or kill a rival.

Possession is their final trick and their best means to manifest on this plane to cause true mischief. They possess those weak of faith and are able to inhabit these bodies for a number of weeks equal to their level. After this the possessed is able to attempt another save; if successful they are freed and the demon may not possess them again. If they fail again then they will be under the Kuei's power for another period of the demon's level in weeks. While possessing a mortal's body the demon may be slain and thus destroyed.

The Kuei is believed to be the negative (yin) portions of people's souls. They are evil and do evil purely for spite. Some foreigners believe that the Manes Atrox (see "Dwarf" on page 149) are somehow connected to the Kuei but the Chinese refuse this explanation.

Physical & Social Appearance - Kuei	
Height	5'6" - 6'6"
Weight	110 lb. - 180 lb.
Eye Color	Black
Skin Color	White to Brown
Hair Color	Black
Social Organization	Servant

Statistics - Kuei	
Strength	21
Damage Mod	*+8*
Armor Mod	*+3*
Max Wt Lift	*1000*
Agility	18
Initiative Mod	*+1*
Unarmed Com. Mod	*+2*
Movement Skill Mod	*+10*
Movement Rate	*13*
Constitution	20
Dexterity	17
Bonus To Hit	*+1*
Craft Skill Mod	*+5*
Intelligence	22
Use Magic	*78%*
Intel. Skill Mod	*+20*
Wisdom	21
Dir. Spell Bonus	*+4*
Craftsmen Skill Mod	*+30*
Charisma	15
Appearance	21
Reaction Adj.	*+50*
Luck	11
Piety	20
Will	14
Defense Stat	20
Level	1-8
Class	Thief
No. Appearing	1-2
Magic Resist.	8
Spirit Pts	100

Armor & FP Values - Kuei		
Location	Armor	FP
1 - Head	50	34
2 - Right Hand	50	136
3 - Right Shoulder	50	136

Armor & FP Values - Kuei		
Location	Armor	FP
4 - Chest	50	34
5 - Left Shoulder	50	136
6 - Left Arm	50	136
7 - Stomach	50	68
8 - Groin	50	68
9 - Right Leg	50	136
10 - Left Leg	50	136

Kuei are able to harden their victims' skin to offer protection from weapons much like the Medicina Maga Barkskin spell.

Weapon	DAM	ATT	+ TH	+ TD
Claws	4d10	4	+4	+8
Bite	3d12	1	+4	+8
The claws and teeth are magical giving a +2 to hit				

Abilities - Kuei	Final
Targeting (Unarmed Combat)	90%
Sense of Smell	40%
Night Sight	90%
Gate (as Tenebrae Magae Spell see "Gate" on page 294)	80%

Abilities - Kuei	Final
Bad Luck May inflict bad luck on a person. The player rolls 2 dice for all actions and takes the worst result. Lasts 1 month for every level of Devil. Character saves vs. PIE - level of Devil. The curse can be broken if a shaman performs a Purification Ritual skill or priest an Initiate skill. This is a contested roll based on the difference between the demon's level and the shaman's (priest's); every level of difference means a +/- 5% to the roll. For instance, a sixth level Kuei has cast bad luck on a person and a first level priest attempts to break the bad luck with his Initiate skill, the priest must roll under his skill by -25%.	8 pts
Hypnotize target receive a save vs. 1/2 will or obey one command of the Devil.	3 pts
Demonic speed x2 attacks/x4 movement	5 pts/rd.
Possession - Target must save vs. PIE - level of kuei, if they fail then they will be possessed for a number of weeks equal to the level of the demon before they may attempt to save again. A person can live out their entire life in this manner. A priest or monk may attempt to drive the demon out of a person by making a skill check vs. their Initiate Skill. The skill check is modified 10% for every difference in level between the demon and the holy man; i.e. Monk: fifth level, devil ninth level, -40% to skill check.	

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